C L A I M S

1. System for exchange of data between different clients (2,4,6) by using a central synchronization server (10) having a connection to said clients (2,4,6) and a connection to a Back End data store (24,26), wherein said clients having a program for creation of data to be synchronized, and a Sync Engine (12) for performing synchronization with said central synchronization server (10), wherein said system is characterized by the further components:

a single Back End neutral interface (CAF- interface; 22)) with said Sync Engine (12), and

at least one component (content adapter; 28,30) comprising a Back End dependent part having an interface with said single Back End neutral interface (22) and said assigned Back End data store (24, 26).

2. System according to claim 1, wherein said component(28,30) further comprises an abstract Back End independent part, wherein said abstract Back End independent part provides common functionalities for use by all the Back End dependent parts.

3. System according to claim 2, wherein each Back End data store type (24,26) is assigned an own component(28,30).

4. Server according to claim 1, wherein said exchange of data is synchronization of data.

5. System according to claim 2, further comprises a cache

(50) for permanently buffering of updates of said Backend data store (24) and said Clients, and said component (28,30) comprises a caching mechanism for controlling and executing buffering updates into said cache and replicating buffered updates to said respective clients and said Backend data store (24).

6. System according to claim 5, wherein said caching mechanism having a Back End Monitor (60).

7. System according to claim 5, wherein said caching mechanism further having a Cache Monitor (70).

8. System according to claim 6, wherein said caching mechanism further having a Back End Manager (80).

9. System according to claim 6, wherein said caching mechanism provides for each Back End data store type (24) an own Back End Monitor, Cache Monitor, and Back End Manager with its Back End dependent (60',70',80') and its abstract Back End independent part (60'',70'',80'').

10. System according to claim 5, wherein said caching mechanism further comprises a persistent store (40).

11. System according to claim 7, said Cache Monitor (70) replicates updates from said cache to the Back End data store (24) in a batch or a continuous trickle mode.

12. System according to claim 6, wherein said Back End Monitor (60) replicates updates between said cache (50) and the Backend data store (24) in a batch or a continuous trickle mode.

13. Systems according to claim 5, wherein said cache (50) and said Backend data store (24) are databases.

14. System according to claim 1, wherein said clients are mobile clients.

15. System according to claim 4, wherein the synchronization protocol is SyncML.

16. Method for synchronization of data by using a system according to claim 1-15, comprising the steps of:

Receiving sync session request from said Client,

Authenticating said Client against said Sync Server,

Receiving update from said client,

Authenticating said client against Back End data store via said CAF interface using Back End Monitor,

Creating of data objects and filling in said update received from said client by said Sync Server,

Calling said CAF interface and handing over said data objects,

Selecting the appropriate Back End specific part of said component assigned to said Back End data store,

Transforming said data objects CAF into a Back End specific format,

Executing said updates by calling Back End specific part and passing the data objects to it.

17. Method according to claim 16, wherein said Back End specific part is inherited from said abstract Back End independent part assigned to said Back End data store.

18. Method according to claim 16, wherein said data objects are used to pass said client request to Back End specific parts.

19. Method according to claim 18, wherein said data objects contain meta data.

20. Method according to claim 16, wherein synchronization protocol used between said clients and said central synchronization server is SyncML and said updates received by said central synchronization server are presented as XML documents.

21. Computer program product stored in the internal memory of a digital computer, containing parts of software code to execute the method in accordance with claims 16 to 20 if the product is run on the computer.